




Please replace the paragraph beginning at page 7, line 6, with the following rewritten paragraph:

 Another object of the present invention is to provide a gaming device that prompts a player to calculate, weigh options, explore the consequences of the player's selection, and to reveal the consequences of the player's selection in a manner that attempts to maximize player excitement and enjoyment.


Please replace the paragraph beginning at page 17, line 18, with the following rewritten paragraph:

 In the award selection embodiment of Fig. 3 and in all succeeding selection embodiments, the game can employ more than one initial award selector 52. In this instance, the prompt 60 includes a suitable message, such as, "One of the selections A, B, or C has more credits than either of your current credits. You can select one of your current credits or try for a higher value."

Please replace the paragraph beginning at page 32, line 10 with the following rewritten paragraph:

 Referring now to Fig. 12, a front elevational view of an example of a separate electro-mechanical display mechanism 110 is illustrated, which operates in conjunction with a secondary display device (not shown) and the display device 32 to reveal one or a plurality of selected awards. Fig. 12 illustrates gaming device 10 having an area above the display device 32, on the front side of the gaming device 10, on which to position the display mechanism 110. Display mechanism 110 is preferably juxtaposed next to the display device 32, as shown, such that a directional indicator, such as the arrow displayed as the indicia of selector 56 can readily direct the player to the display mechanism. That said, the present invention contemplates positioning the display mechanism 110 to the left of, to the right of and underneath as well as above the display device 32.

Please replace the paragraph beginning at page 36, line 8, with the following rewritten paragraph:

 The belt 124 preferably displays a plurality of awards, such as the award #3, award #4 and award #5 illustrated by Fig. 14. The belt 124 can display any award indicia designed by the implementor including numerical award values, an image in conjunction with a value and a character in conjunction with a value. In certain embodiments, the display

can include one or more images and/or characters. The motor 121, preferably a stepper motor as described above, is programmable and can rotate the belt in two directions, using variable velocities and accelerations and stop the bet at any time to display any award desired by the implementor.

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Please replace the paragraph beginning at page 37, line 18, with the following rewritten paragraph:

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For example, referring to the reveal sequence illustrated with the row 80 of Fig. 10, if the player elects to forgo the initial award, tries for the enticement award and selects the low valued consolation award: (i) the doors 112 and 114 open, the game first reveals the intermediate consolation award and the doors close; (ii) the doors 112 and 114 open, the game secondly reveals the player's selection of the low valued consolation award and the doors close; and (iii) the doors 112 and 114 open, the game reveals the high valued enticement award and the doors close. In another example, the doors 112 and 114 open once, the game displays the entire reveal sequence and the doors close. The present invention contemplates any combination of these two examples revealing any reveal sequence designed by the implementor. If the player elects to play it safe and select the initial award, the game can: (i) reveal all values with the doors opening and closing one time; (ii) reveal individual values with the doors opening and closing a plurality of times; or (iii) provide any suitable reveal means on the display device 32 such as enabling selectors 54, 56 and 58 to once again reveal or unmask the awards.

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